

TECHNO COP™

LOADING INSTRUCTIONS

COMMODORE 64/128 Cassette

1. Set up your system and plug in a joystick into port 2.
2. Insert cassette into cassette unit. Press SHIFT and RUN/STOP keys simultaneously. Press PLAY on the cassette unit. The program will load and run automatically.
3. When the title screen appears, press the FIRE button to begin the game.
4. Follow on screen prompts.

COMMODORE 64/128 Disk

1. Set up your system and plug a joystick into port 2.
2. Insert the disk into the drive. Type LOAD "-.8,1" and press RETURN.
3. When the title screen appears, press the FIRE button to begin the game.
4. During the game, follow the on-screen messages that tell you when to insert disk B.

Atari ST

1. Set up your system and plug a joystick into joystick port 1 and your mouse/joystick into port 2.
2. Insert the TECHNOCOP disk, label side up, into drive A and turn on your system.
3. When the disk directory appears, double click on TECHNO.PRG. The program loads and the title screen appears.
4. During the game, follow the on-screen messages that tell you when to insert disk B.

Commodore Amiga

1. Set up your system and plug a joystick into port 2.
2. If you have an Amiga 500 or 2000, insert the TECHNOCOP disk into the drive and turn on your system. The program loads and the title screen appears.
3. If you have an Amiga 1000 with external memory, insert a disk containing Kickstart version 1.2 into the drive and turn on your system. When asked to insert the Workbench disk, insert the TECHNOCOP disk instead. The program will automatically load.

IBM PC and Compatibles

1. Set up your system, following instructions in your owner's manual.
2. If your system boots from a floppy disk drive, insert the DOS disk into drive A and turn on your system. If your system boots from a hard drive, turn on the system.
3. After DOS boots, remove the DOS disk from A (if applicable) and insert the TECHNOCOP disk into drive A.
4. If your system boots from a floppy drive, type TECH and press ENTER. If your system boots from a hard drive, type and press ENTER again.
5. A menu appears with options for slow, moderate and fast play. Type the number for the option you want.
6. A screen appears asking you if you want to use a joystick. If you want to use a joystick, type Y, then follow the on-screen instructions to calibrate your joystick. After type N or calibrate your joystick, the title screen appears.

SCENARIO

You're a Technocop, a member of the most elite crime-fighting force in the country, called the ENFORCERS. Your mission is to capture, at any cost, ruthless criminals who paralyze the city unless you stop them.

Before you start your mission, you are equipped with the latest crime fighting equipment. At your disposal are a computer wrist watch, a high power criminal radar locator, a snare net gun, and an 88 magnum pistol and you will be driving the force's newest high speed pursuit-and-destroy vehicle - THE VMAX twin turbo interceptor.

You're on your way to thwart the operations of a sinister organised crime empire known throughout the world as Death on Arival (D.O.A.). Speed down treacherous highways, engineering attacking D.O.A. cars. Use the extreme weaponry by intercepting the criminal, then, before they can reach their destination, blow them to smithereens. In progress, giving you the time to respond at the scene to apprehend a vicious criminal. Rush to the scene to make it, but don't lose control of the car and avoid getting hit by attacking D.O.A. cars!

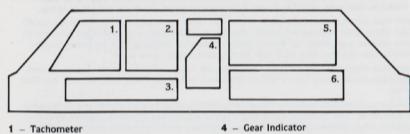
Once there, your crime computer shows you the face of a wanted D.O.A. criminal on the screen. Your assignment, as you leave your car to enter the building where the criminal was last seen, is to capture him. You must search the building for the criminal, using your criminal radar locator and computer wrist watch, you carefully search through a maze of dilapidated interiors of the building to find the culprit. Just getting around the building is tough enough, with broken floors to fall through if careless. Worse yet, D.O.A. thugs abound, eager to wreak havoc on your search. Be careful!

Once you've successfully completed that assignment, get back into your VMAX and drive on to your next assignment.

CONTROLS

VMAX Console

The illustration below shows the Atari ST version of the VMAX console. VMAX console instruments may appear in slightly different locations in other versions of TECHNOCOP.



Tachometer - Shows current RPMs as you are driving.

Speedometer - Top speeds of over 150 mph!

Sore Status - Shows total points accumulated.

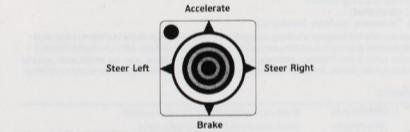
Gear Indicator - Indicates which of five automatic-shift gears you are in. (All versions except C 64/128). After a crash, your automatically shift back to first gear.

Crime Counter - Shows how many times you have to get to the scene of the crime and gives you background information on criminals. The message here also tells you whether to eliminate the criminal or bring him back alive.

Percent Operative Indicator - Indicates the level of damage your VMAX has sustained so far. Don't let the bar retreat too far - once you reach 0 per cent operative effectiveness, your VMAX is damaged beyond repair and the game is over.

DRIVING THE VMAX

Use the following joystick and keyboard commands to control your VMAX.



FIRE BUTTON - Fire Weapon

KEYBOARD CONTROLS (IBM/PC ONLY)

↑ - Accelerate

→ - Steer Right

← - Steer Left

↓ - Brake

SPACE BAR - Fire Weapon

Note: If the IBM PC and compatible version, to accelerate while steering to the right or to the left, press the HOME or PAGE UP keys. To decelerate while steering to the right or left, press the END or PAGE DOWN keys.

ON THE ROAD

Just keep two things in mind as you tear down the highway: you're in a race against time, and everyone else on the road is your enemy. Some strategies to use:

- D.O.A. vehicles will sneak up from all directions to ram or block you. Use your machine gun, or if you're an air driver, slam them off the road. Both techniques gain you points. (See the Scoring Section).

- After several missions, be on the lookout for a D.O.A. highway supervisor, who will jump from truck to truck and ram the VMAX to dislodge the engine. Loosen his grip with a few good punches.

- Stay in control! Sudden curves in the road may send you spinning into trees and roadsigns. Crashes damage your VMAX and slow you down, decreasing your chances of getting off the scene of the crime on time.

VMAX WEAPONRY

You start with a side-mounted canon on your VMAX, and upgrade or add to your on-road weaponry as you complete the driving portion of your missions on time. On-screen messages will notify you as to awards of weapons improvements. The following arsenal awaits your aerial commandos:

Cannon: This is to blast anything on the road out of your way.

Turbo Charger: Gives you a burst of power for faster acceleration.

Hydraulic Wheel Rims: These powerful wheel/rims to bash and bump D.O.A. drivers off the road. (Not visible on all versions.) (Not available on IBM/PC version.)

High Power Cannon: Blast away even the stubbornest of road thugs with this cannon's armour-piercing rockets.

Nuclear Bombs: Clear the road! Your nukes to simultaneously annihilate all other vehicles. For CBM 64/128, Amiga and ST versions, press SPACEBAR to fire. For IBM press B to fire. You have a limit of five bombs per game.

CRIME IN PROGRESS

Follow these steps to race to the crime scene:

1. While you're on the road, scan the messages from your crime computer for a display of the time remaining to get to the scene of the crime.

2. A beeping sound alerts you to a message on your crime computer indicating the police code and location of the crime in progress. Subsequent messages show you a mug shot of the criminal and direct you either to capture or eliminate.

3. The crime computer will tell you if you fail to make it to the scene of the crime within the allotted time, you will be given a choice to either capture or eliminate the criminal.

4. If the crime computer fails to tell you if you failed to make it to the scene of the crime within the allotted time, you will be given a choice to either capture or eliminate the criminal.

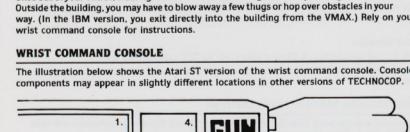
5. Shortly after you receive orders from the crime computer, your VMAX automatically pulls off the road and you step out of the car.

TRACKING AND TERMINATING THUGS

Once out of your VMAX, walk right to head for the building and start pursuing the criminal. Outside the building, you may have to blow away a few thugs or hop over obstacles in your way. (In the IBM version, you exit directly into the building from the VMAX.) Rely on your wrist command console for instructions.

WRIST COMMAND CONSOLE

The illustration below shows the Atari ST version of the wrist command console. Console components may appear in slightly different locations in other versions of TECHNOCOP.



Remember to check your wrist command console for the amount of time remaining to carry out your mission. Relight your radar to keep track of the position of the criminal as you move around the city.

Crime Computer: Gives vital statistics on the criminal, including a mug shot.

Life Counter: Brightly-lit buttons indicate how many of your five lives you have left.

Health Indicator: Shows the effect of D.O.A. attack on your body. (ST and Amiga versions only.) The red bar retreats as you grow closer to losing a life.

Radar: Activated once you enter a building, the radar points you towards the criminal's location in the building, relative to your position. After you capture or terminate the criminal, it guides you to the exit. Follow the red indicator bars in any of the compass directions.

Crime Clock: Displays the amount of time you have to complete a mission.

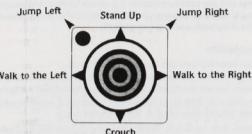
Strength Indicator: Shows energy expenditure during strength-intensive moves. (ST and Amiga versions only.) Each time you jump, the needle drops, the float to the right to indicate your strength.

Score Status: Indicates your current score. (See Scoring Section).

GUN/NET Indicator: Shows whether you're set to blast the criminal with your .88 magnum or capture him with your net gun. Press SPACEBAR to toggle between the two. (For the IBM version, press G to select Gun and N to select Net.) ST and Amiga versions have an unlimited number of nets per mission; CBM 64/128 and IBM versions have a limit of 15 nets per mission.

TECHNOCOP SELF DEFENCE

How to move and protect yourself:



FIRE Button - Shoot Gun or Net.

KEYBOARD CONTROLS (IBM/PC ONLY)

SPACE BAR - Shoot gun or net.

→ - Walk to the Left

→ - Walk to the Right

↑ - Crouch

↓ - Stand Up

ELEVATOR CONTROLS

Position yourself in front of the elevator. When the doors open, walk in.

Atari ST and Commodore Amiga versions: Once you are inside, the elevator will start to move automatically. If the elevator can go in more than one direction, indicate with your joystick whether you wish to go up or down by moving the joystick UP or DOWN. If you do nothing, the elevator will move automatically to the uppermost or bottom most floor in the building and will stop when it reaches the top or bottom most floor. If you want to stop the elevator at a certain floor, press the FIRE button on the elevator handle to RIGHT or LEFT.

TIPS

Survival Strategies: While you're on the road, don't save your top speeds for the straights, accelerate through curves by pushing UP diagonally on your joystick handle. (For IBM versions, using the keyboard, press the HOME or PAGE UP keys).

Once you're riding an elevator, keep an eye on your radar. When the bar stops in the middle section of the radar grid, stand on an elevator and move to the door to a room. If you see a D.O.A. thug, press the FIRE button to shoot him. But don't jump too many times in a row, because it wears you out and can slow your reaction time when you need to move fast to defend yourself.

For the tougher missions, memorize or map out the locations of elevators and walls to avoid costly delays trying to locate the criminal.

If you get to the crime scene and capture or eliminate a criminal within the allotted amount of time, you'll receive a life, receive a promotion, and score points. Promotions follow this progression:

1. Grunt (lowest rank)
2. Rookie
3. Flat Foot
4. Patrol Man
5. Cop
6. Officer
7. Sergeant
8. Enforcer
9. Commander
10. Top Cop
11. Chief
12. Technocop (highest rank)

After assessment of your performance, take the elevator to the ground floor and walk toward the exit and the VMAX, moving as far to the left as you can. D.O.A. thugs are still on the rampage, so be careful! Once in the VMAX, you automatically pull back onto the highway. Rev up the engine and accelerate into your next assignment.

PERFORMANCE ASSESSMENT

If you get to the crime scene and capture or eliminate a criminal within the allotted amount of time, you'll receive a life, receive a promotion, and score points. Promotions follow this progression:

1. Grunt (rang inférieur)
2. Compagnon
3. Tachymètre
4. Indicateur d'embrayage
5. Compteur de vitesse
6. Ordinateur de crime
7. Commandant
8. Flic
9. Super flic
10. Officier
11. Sergent
12. Technocop (rang supérieur)

TECHNOCOP: Indique le nombre de tours minimum comme vous conduisez.

Compétence de la Voiture: Vous pouvez atteindre des vitesses maximums plus de 230 km/h

Etat du score: Indique le nombre total de points accumulés.

Indicateur d'embrayage: Indique à quelle vitesse vous roulez (votre véhicule a une boîte de vitesses à transmission automatique). (Pour toutes les versions sauf CBM 64/128). Après un accident, vous repassez en première automatiquement.

Ordinateur de crime: Indique le temps qui vous reste pour arriver sur les lieux du crime et vous donne des renseignements généraux sur les criminels. Vous indique également si vous devrez liquider le criminel ou la ramener vivante.

Indicateur du Pourcentage en Vitesse: Indique le niveau des dégâts subis par le VMAX dans l'accident. (Pour quelques dégâts, le VMAX est irreparable et le jeu est terminé).

POUR CONDUIRE LE VMAX

Utilisez la commande de manche à balai et de clavier suivante pour contrôler votre VMAX.

↑ - Accélérer
↓ - Freiner
← - Tourner volant à gauche
→ - Tourner volant à droite

Bouton de FEU - Arme à feu

COMMANDES DU CLAVIER (IBM PC SEULEMENT)

L'illustration ci-dessous présente la version Atari ST de la console du VMAX. Les instruments de la console du VMAX apparaissent peut-être à des endroits légèrement différents sur d'autres versions de TECHNOCOP.

1 - Tachymètre
2 - Compteur de vitesse
3 - Indicateur de points
4 - Indicateur d'embrayage
5 - Ordinateur de crime
6 - Commandant
7 - Sergent
8 - Flic
9 - Super flic
10 - Officier
11 - Chef
12 - Technocop (rang supérieur)

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